

Rapid Elearning design – Articulate Project

In this project, you will use Articulate Studio, an Elearning Authoring Tool to create interactive learning content. You can choose any topic in the area of science. You will have to include two “:inform” objectives. You will use main functions of Articulate – Presenter, Engage and Quizmaker and create interactivities that are required in a learning program.

Be sure that your project runs without any technical errors. Include Part 1 and 2 in your design document

Part 1 - Analysis

1	Purpose of the Project	Please provide an overview of the purpose of the project.
2	List the objectives	What are the objectives? Minimum two objectives are required. Include two “inform” objectives
3	Target Audience	Please define the target audience for the learning materials. What unique characteristics do they have?
4	Anticipated duration of e-learning module	How long do you expect the elearning module to take to work through?
5	Assessment	How will you know if they have met their objectives? Include sample assessment items for the two objectives
6	Format Rationale	Why is the Articulate elearning format is the appropriate solution to teach this topic?
7	Instructional Flow	This is where you describe what the user experiences as he/she goes through your program. What happens first? What does the user see and have to do? What next? Where does the program branch him/her to, depending on what he/she does? etc) Eg. Welcome – Introduction – Content –Review – Assessment - Feedback

Part 2 - Describe how at least 10 design elements from the following list are applied to your project. Be sure that item 6 is included as one of the elements in your design document.

1	BIAS AND/OR CULTURE (free of objectionable bias, appropriate for many cultures)
2	CLARITY (likely to be comprehended clearly)
3	COGNITIVE LEARNING AIDS (overview, cues, summary, chapter review, etc.)
4	COLOR (appropriate, supports media and content purpose)
5	CONTENT (relevant to objectives, up-to-date, accurate, copyright date)

6	DESIGN PRINCIPLES (contrast, repetition, alignment, proximity)
7	DOCUMENTATION AND INSTRUCTIONS (available, correct, etc.)
8	FEEDBACK OR OTHER ASSESSMENT (available, aligned with content and objectives, appropriate)
9	HELP (available, useful, easy to find)
10	LAYOUT DESIGN (effectiveness)
11	LEGIBILITY FOR USE (size, clarity, etc.)
12	MOTION (appropriate use, normal, exaggerated, slow)
13	MOTIVATION (likely to stimulate/ maintain interest)
14	NAVIGATIONAL HELPS (table of contents, glossary, index, buttons, menu, etc.)
15	ORGANIZATION, SCOPE, PACING AND SEQUENCE (obvious organization, reasonable scope, correct sequence)
16	PARTICIPATION AND/OR INVOLVEMENT (promoted, encouraged)
17	PHYSICAL USABILITY (easy to use or manipulate, stable, sturdy, storable)
18	PRACTICE ACTIVITIES (available, aligned with content and objectives, measure able)
19	READING and VOCABULARY LEVEL (aligns with audience description, content appropriate for level)
20	REALISM AND ACCURACY (represents real item effectively)
21	REFERENCES (complete and up-to-date)
22	SOUND AND SOUND EFFECTS (aligns with and relevant to content and visuals)
23	SPECIAL FEATURES (list and describe any special features of the media)
24	TECHNICAL QUALITY AND USABILITY (easy to read, free of flaws, easy to use, etc)
25	TYPOGRAPHY (font style, size, etc.)
26	VISUALS (relevant to objectives and content, follows design guidelines, verbal information aligns, etc.)

Part 3 - Technical requirements for the Elearning Articulate project

1.	Custom Backgrounds for title, content slides, quiz and other slides.	
2	Include as many content slides as appropriate for the projects "inform" objectives	
3	Audio narrated on all the slides	
4	Audio has to be synched to the animations. Do bring in atleast part of the text as animations (not the distracting kind)	
5	Annotations have to be added intermittently throughout the program (arrow, check, cross, rectangle, spotlight). Also modify the styles of the annotations used.	
6	Include six different types of quiz questions (3 per objective) from Quizmaker	
7	Provide appropriate feedback for the quiz questions either using text, audio or	

	branching. Make sure after you provide the feedback it is branched correctly to the next slide in the module.	
8	Insert a 3 item survey at the end of the module to collect feedback on the elearning module.	
9	Interactions – Include atleast 3 types of interactions from Engage	
10	Insert a Flash Movie (either .FLV or .SWF) to add to your science content	
11.	Insert a web object (a website) that is relevant to your topic	
12.	Attachments – Include atleast three different types of attachments, and make sure that the attachment tab is enabled through Player Templates	
13.	Include a “Word Quiz” learning game	
14.	Presentation Options – Add a logo to your module, add presenters image,	
15.	Publish to the Web	
16.	Set the standard view	
17.	Branching options used appropriately. Make sure that there is some non linear navigation as well.	
18.	Show only high level slides in the navigation panel. Hide the slides that are not needed.	

Due Dates and Points

Draft: October 31, 2011

Final: November 7, 2011

Points: This project will contribute to 20% of the total grade in this course. The grading scale that will be used to grade the project is shown below.

Requirements for Draft Submission

The **draft version** of your project should be uploaded to the discussion forum for peer review. Please include the following items.

1. Draft of elearning module
2. Design document with Part 1 and Part 2

Requirements for Final Submission

When you submit the **final version** of the project, please include the following items:

1	Draft version of elearning module	25
2	Copy of peer comments (Media Design Checklist) – provided and received	25
3	Final, revised version of the elearning module	100
4	A revised version of your design document.	50
	Total	200